



FAN QUESTIONS ANSWERED

Val_idkk asks

What was the process of creating the story? Was your original (raw) story different from the one published?

Beth: Matt and I started discussing this story almost three years ago. He had a dream about identical twins with superpowers and told me about the idea over a glass of wine that night. We talked about what it could be. He told me he really thought it could work as a comic book. Last summer I started talking to our editor, Tom Akel, about the possibility of turning it into a Webtoon. We pitched the idea, got greenlit, and outlined the first 26 chapters nine months before we went into production.

Matt: The story has changed a great deal from where we started. Believe it or not, it was originally supposed to focus on a boy named Jamie. When Beth came on as co-creator, I wanted the story to center around a girl similar to her. Eleanor was created. Beth brought a lot of great ideas to the table. Global warming has a huge impact on the story now. There would also be no Chloe without Beth. Chloe is now one of my favorite characters to write. I love how crass and

grounded she is.

Ashley Briggs asks

Here's my question to the authors. How in the world did you come up with such an amazing concept like this? What was your inspiration for Dents?

Matt: First off, thank you! I originally had a very strange dream about two identical twin boys with super powers. When I woke up, I wrote some basic ideas down. In the past three years, Beth and I have developed the story from there. I know a lot of the fans (well...all of you) have mentioned Avatar in these comments, but I'm a bit older and am more familiar with classical elements being used in Captain Planet and The Fifth Element. We definitely drew inspiration from these series when we decided to use classical elements. We were particularly drawn to the "aether" element. An unexplainable universal element. It reminded me of how we talk about 'dark matter' today. I have always been fascinated that so many ancient cultures believed in these five elements to explain the world around them.

Beth: Matt was a huge X-Men fan growing up. That series has definitely had an influence on Dents. We are both madly in love with Neil Gaiman as well. I love how complex his characters are and his ability to cross genres so beautifully. We were also really inspired by our childhood when we started writing this together. Matt and I grew up in the Bay Area and we wanted to bring in some Northern California

landmarks. Our incredible artist, Sid Kotian, has done an amazing job re-imagining these locations in a 2111 post-apocalyptic setting.

Andrea Malotte asks

How did you come up with the names? Where they people you know?

Beth: I named Eleanor and Jacqueline after strong women that had a massive impact on our culture. Eleanor is named after Eleanor Roosevelt. Jacqueline is named after Jacqueline Kennedy. The villains in our story are named after people in our lives.

Matt: Jamie is a name I've been mistaken for my entire life. With no apparent reason I've had several people repeatedly call me Jamie since childhood. So I think Jamie is sort of my alter ego. I went with Aleria because it means eagle in latin. I thought it was perfect for a bad ass air dent. Mari originally means "mountaintop" in Korean. Perfect for an earth dent.

Möhrchen asks

Question: Your comic is science fiction, so what is your explanation for the manipulation of the nature? How do they do it? (Genetic mutation is only the cause for this ability, but it

doesn't explain how it works).

Matt: Our comic is sci-fi with a lot of fantasy thrown in. I personally love melding these two genres. Gritty embracing the fantastical. For the most part, the explanation of Dents getting super powers from a vaccination is about as whimsical as superpowers from evolution or a spider bite. In my mind, we're all made up of stardust. The vaccination affects the genetics of the twin infants connecting them even closer to the elements that they're fundamentally made of. This mutation won't occur unless the vaccination also triggers identical twinning.

Infinitedream18 says

The art is amazing, so many moments where screenshots are a must.

Matt: Not a question but had to include this because we love Sid Kotian so much! This comic would be nothing without his incredible work and designs. We are also so lucky to be working with Komikaki Studio for coloring and Taylor Esposito for lettering. It takes a big team and a lot of work to put Dents together every week. So grateful to be working with all of them.





A GUIDE TO THE WORLD OF 'DENTS'

THE 'ALPHAVIRUS' AND THE HARKNESS VACCINE



In 2042, an ancient virus (classified as an alphavirus and nick-named as such) is rapidly spread, released from the melting ice caps due to global warming. The virus unleashes a deadly plague. This plague lasts nearly 40 years, killing off approximately 70% of the earth's population. Almost all 3rd world countries are obliterated. The United States, Canada, and surviving European nations are united in the apocalyptic disarray. They form one major and, unsurprisingly, corrupt government: Concord. Concord's goal was to sustain life and rebuild in a new world.

In 2079 a vaccine is finally discovered by Dr. Gerald Harkness. The Harkness vaccine brings about a genuine promise for the future of humankind. The most immediate side effect

seen from the vaccination is a massive increase in identical twin births. This is originally seen as a blessing. A celebrated way to repopulate the earth and jumpstart a shattered civilization.

12 years later, as these twins begin to mature, they start showing signs of extraordinary abilities.

THE ABILITIES

Until recent events, each pair of twins could control one unique classical element. **EARTH, WATER, FIRE, and AIR.** Though their powers are clearly remarkable, fear of the twin's unnatural abilities grows. Initially studied and tolerated, the twins are not shut out from society until one final power was discovered...

AETHER/NETHER

A manipulation of dark matter, it is the ability to create or destroy life. Pure of heart, the twins are born with the Aether ability. They can do remarkable things; make plants grow instantly, heal wounds, and even create heavenly light in dark places. If these twins are deeply troubled and disturbed over time, their Nether abilities grow.

THE MENDING (DENT GENOCIDE)





A horrific incident revolving around two troubled identical teen boys who begin to develop Nether abilities occurs. The teens are accused of killing their abusive father. While in detainment, the two boys commit a mass murder of everyone in the detainment facility and many innocent civilians in their attempt to escape the government police. Sick with power and fear, the aging leader of Concord, WESLEY HALL, orders the death of all gifted twins. He coins the phrase "dents", calling the twins a dent in the natural world. He calls the genocide "The Mending". Mothers pregnant with identical twins must abort their children, or they will be executed. Many dents manage to survive and go into hiding. Those found protecting dents face execution themselves. An underground society of dents is born.

CONCORD





Concord is a rich and diverse world, mainly set in the remains of North America. It is clear that Global Warming has taken a dramatic toll on the terrain we all know today.

The new world cities are scattered all across the nation. They were cities originally built to protect the remaining healthy population from the plague. Now citizens of the new world are kept trapped within these cities. They are at the mercy of their government, and must live off the food and resources they are given. Population is controlled, and dents are aborted before they have a chance to live. Many of the citizens who reside in these cities are extremely fearful of dents and embrace the structure of their world because they feel it is necessary to ensure their survival.

Some citizens of this new world refuse to obey. They believe the Mending (the dent genocide) is a horrific and cruel act and know how oppressive their world is. Most citizens who escape their city limits are 'hunters' that are permitted to gather resources outside of their city during the daytime. They then flee to deserted towns. They scavenge these ruined suburbs for enough resources to survive, and trade with other communes. Many of these communes are comprised entirely of dents. The number of communes stretched across Concord has grown at an alarming rate. The

stretched across Concord has grown at an alarming rate. The Ministry can no longer control them.

THE MINISTRY





The capital of Concord is referred to as THE MINISTRY. Grace Hall and the most privileged families of Concord reside here. The Ministry is built around the washed away remains of New Orleans, due to the late Minister's affection for the Cajun culture and supernatural mystery of the city. Twisted, yet glorious, it leers above the Louisiana swamps. The shocking heat and humidity has shaped the fashion within this city. The citizens wear very little.

THE BOLINAS COMMUNE





The Dent commune that Eleanor is first brought to. A self-sustained beach community, located above the ruins of Old Bolinas. The Bolinas commune is well protected by the Dents who reside there. The Ministry has attempted several raids on Bolinas, but has left the commune alone in recent history due to their past failures. Bolinas is home to nearly all of our heroes. It is also where Jacqueline (Eleanor's sister) was raised.



TECHNOLOGY

AMPHIBIOUS VEHICLE 12 (AV-12)



Current model of the water/land racer developed for city citizens. Stolen/previous junk models are used by gangs and communes.

AMPHIBIOUS VEHICLE 23 (AV-23)





The latest model of RV-like vehicles used to navigate the wild regions of Concord. Able to roll through the toughest terrain, and glide freely across lakes and rivers. Stolen/previous junk models are used by dents and communes.

STRAY HUNTERS



These large drones roam across the new world in search of communes. Living outside of permitted city walls and using 'ancient' resources, is illegal and punishable by death. These walkers are extremely dangerous and equipped with heavy artillery. Stray Hunters are greatly feared.



THANKS SO MUCH!
CHAPTER 11 COMING NEXT WEEK!

